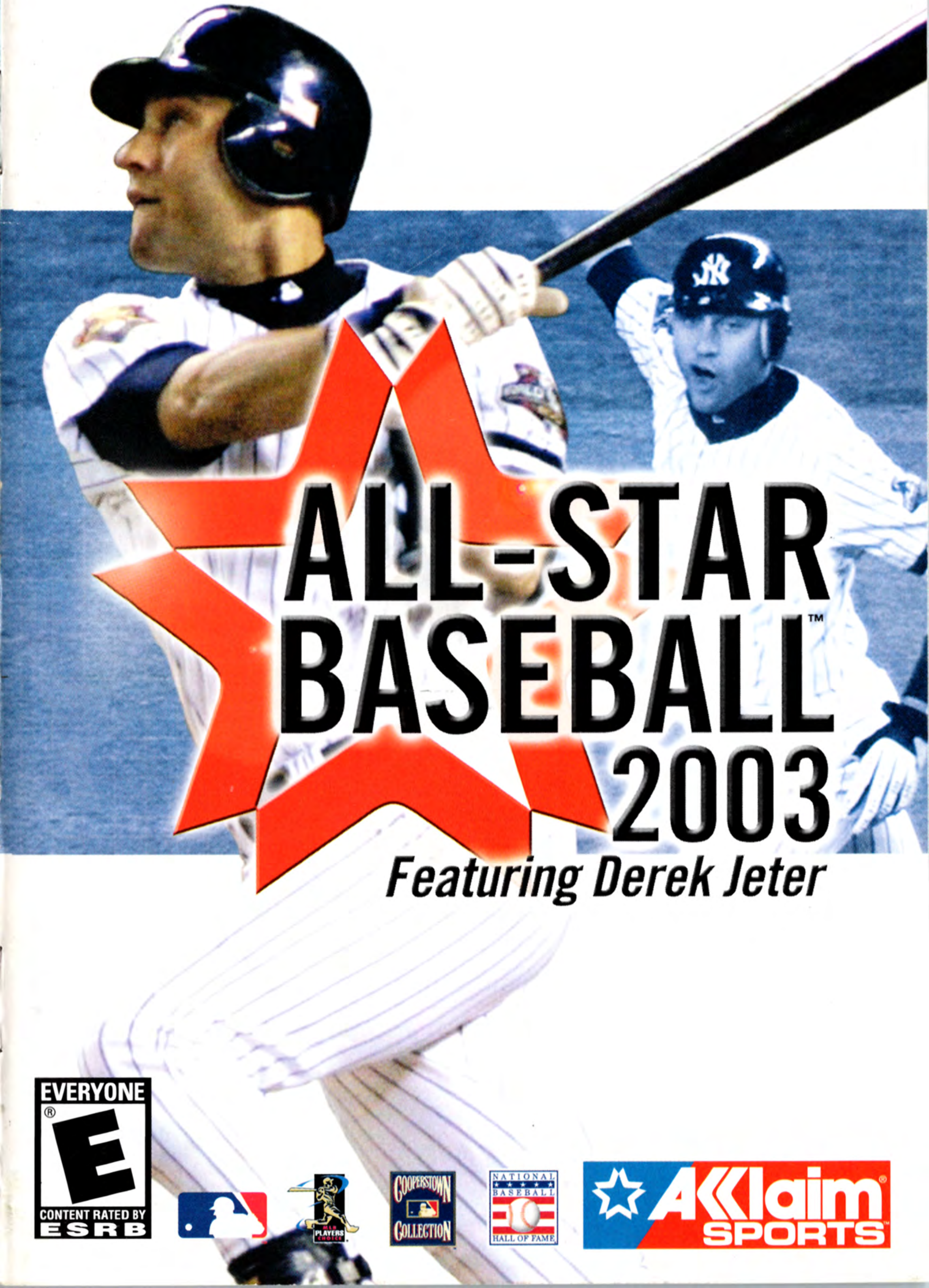
INSTRUCTION MANUAL



ALL-STAR BASEBALL™ 2003

Featuring Derek Jeter

EVERYONE
CONTENT RATED BY ESRB

MLB PLAYERS CHOICE

COOPERSTOWN COLLECTION

NATIONAL BASEBALL HALL OF FAME

Acclaim SPORTS™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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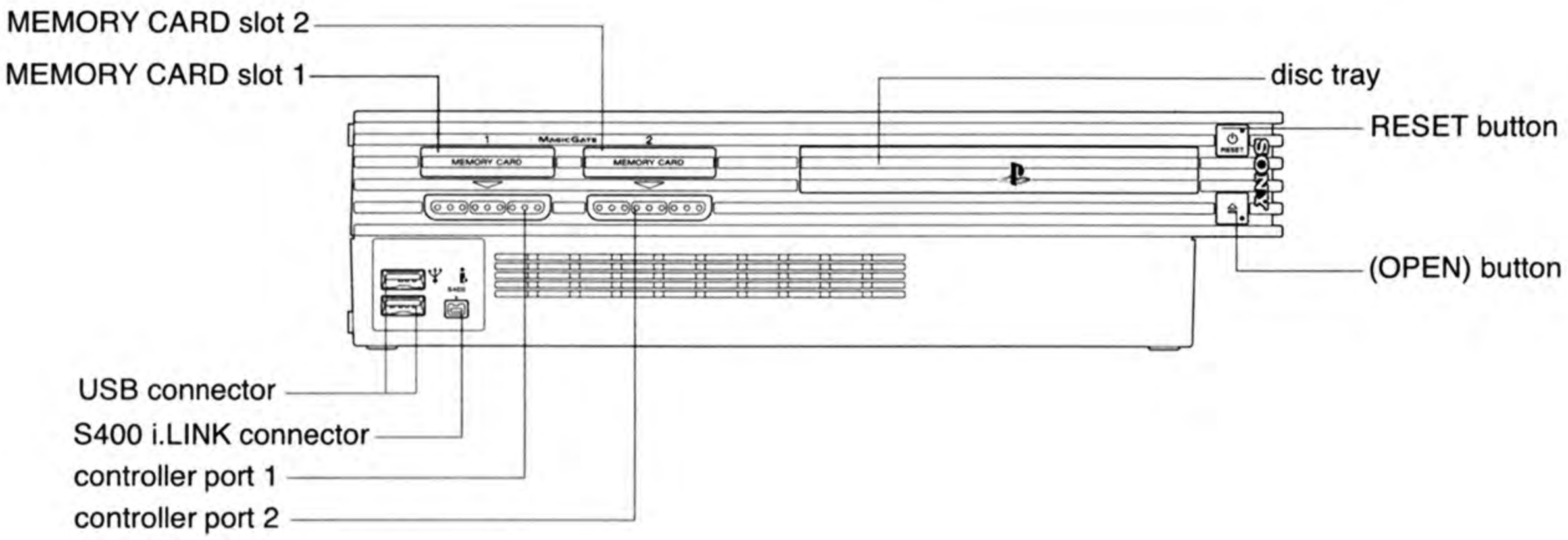
LOADING



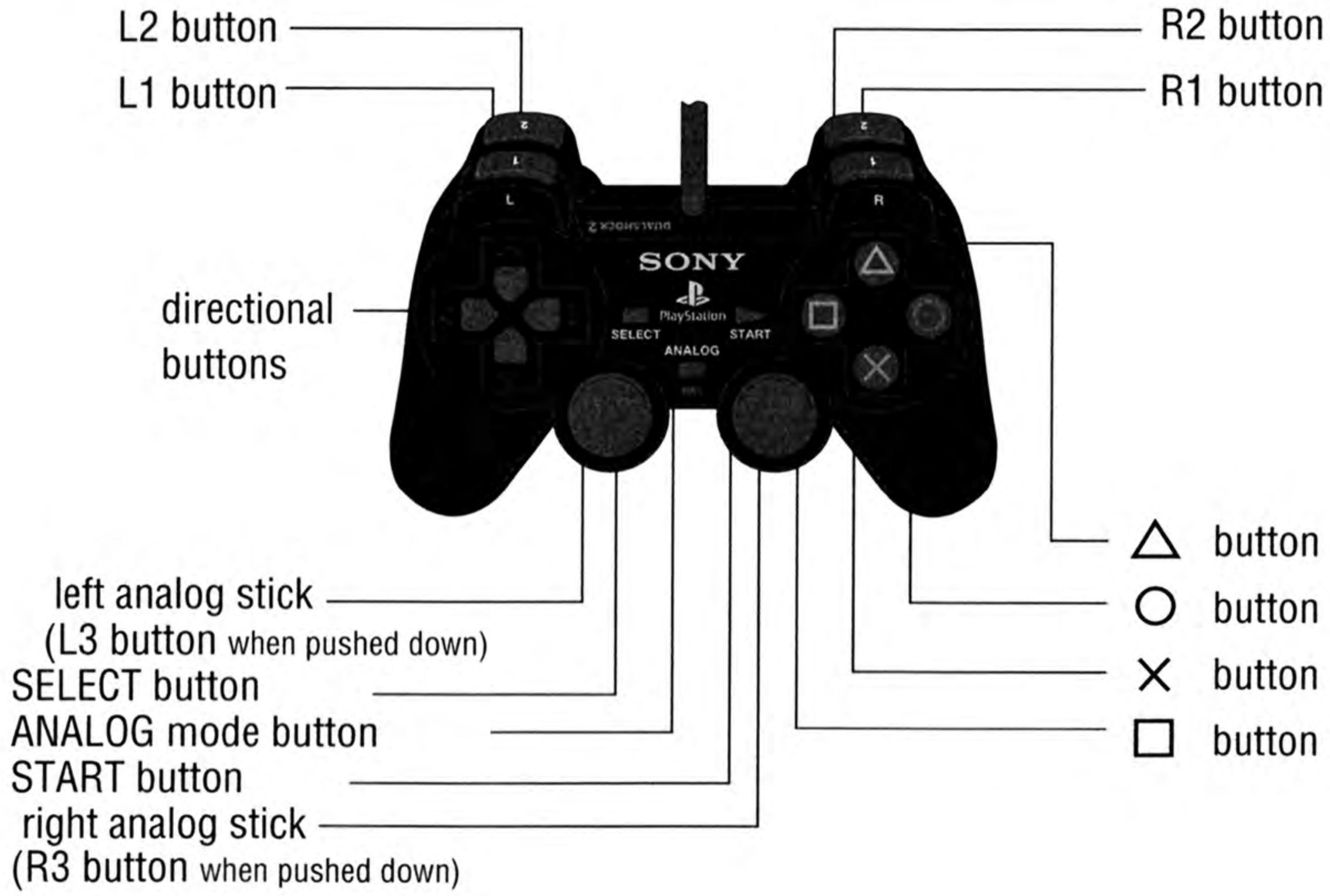
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the All-Star Baseball™ 2003 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

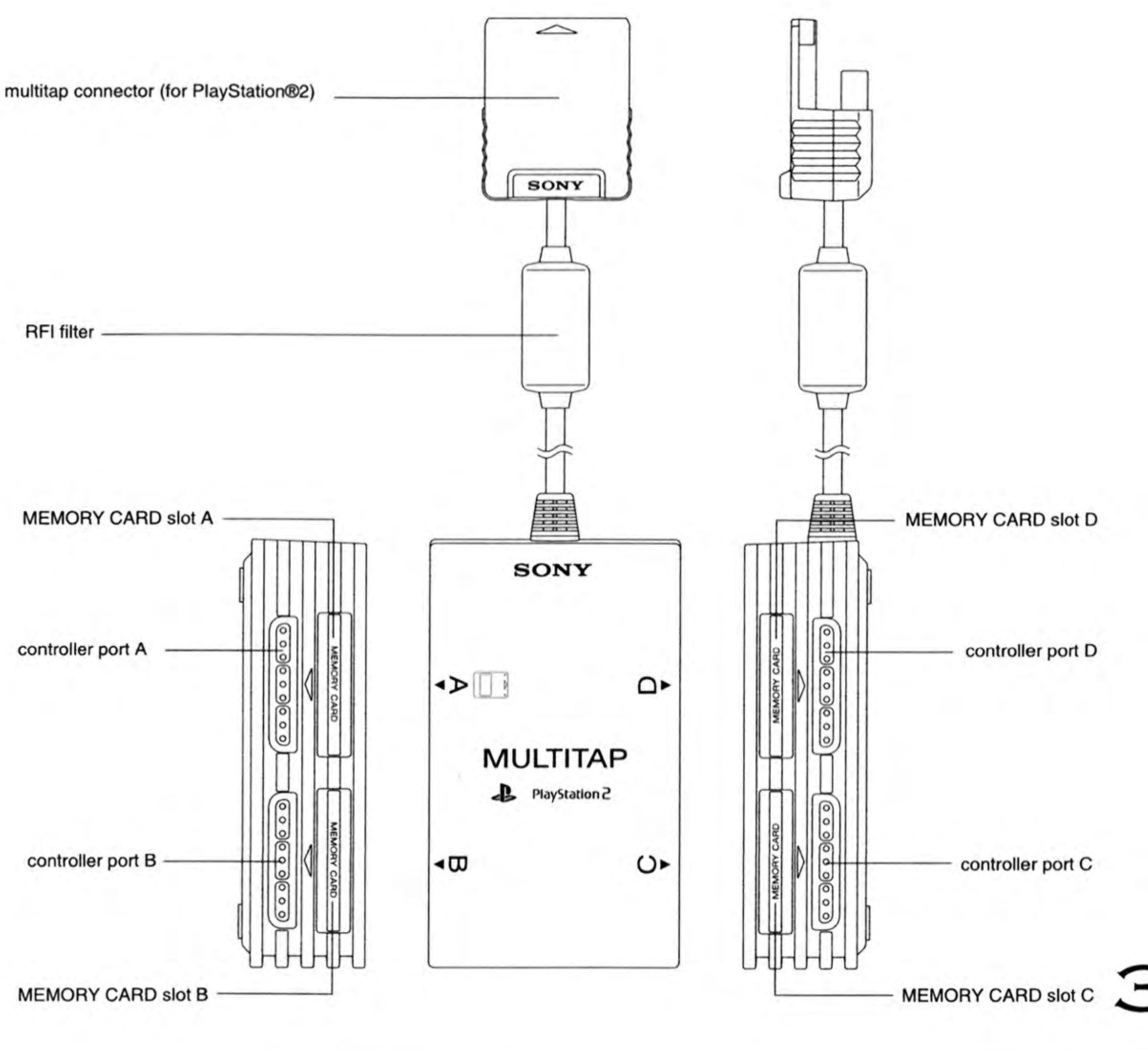
MEMORY CARD (8MB) (for PlayStation®2)

All-Star Baseball™ 2003 only supports MEMORY CARD slot 1. To save game settings and progression, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. All-Star Baseball™ 2003 features an AutoSave system, and the game will automatically save your game progression at certain points. Insertion or removal of the memory card (8MB) (for PlayStation®2) after switching the console on may cause data to be overwritten or lost. All-Star Baseball™ 2003 also supports manual save and load of game data from the Main Menu, and after performing a manual save / load, the game will again AutoSave your progression at the relevant points.

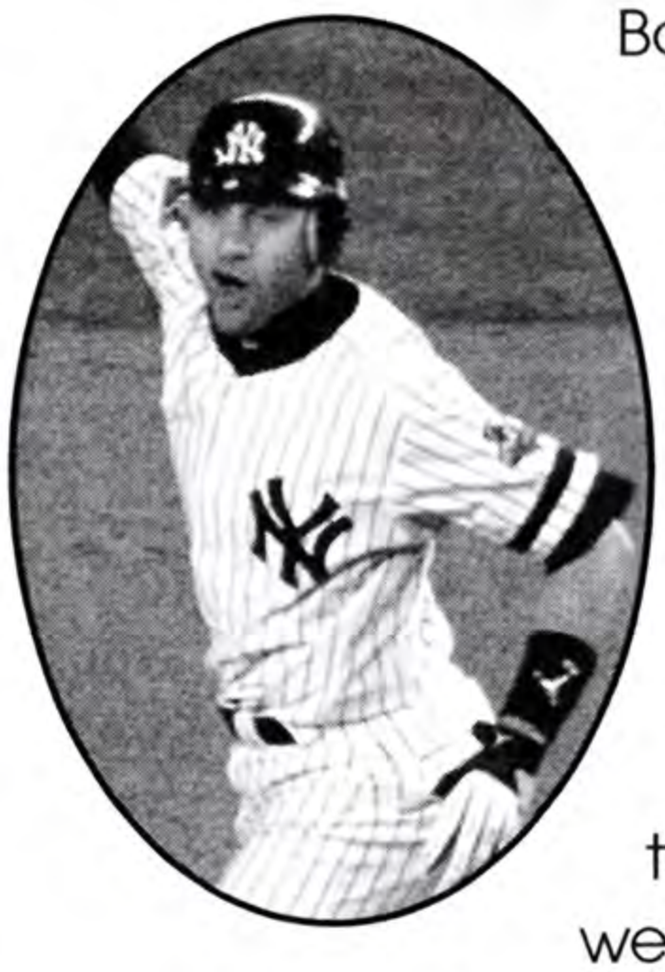
All-Star Baseball™ 2003 supports up to 4 players. In order to play with 4 players, you must connect a Multitap (for PlayStation®2) (sold separately) to controller port 1.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS





INTRODUCTION

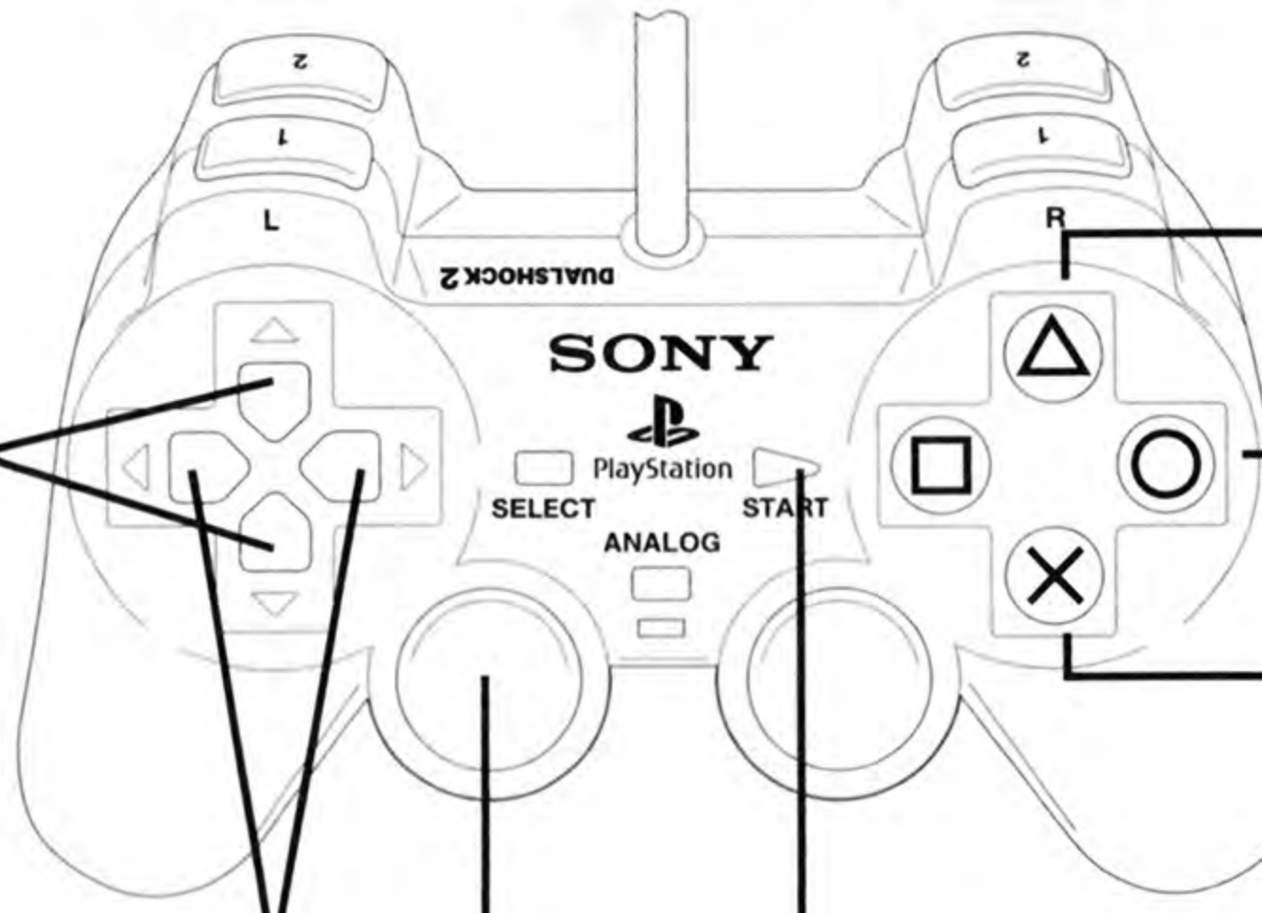


Baseball fans, welcome to All-Star Baseball™ 2003. This year we've got a terrific line up of features that make this our best game ever. There's a great Trivia game, where you can test your baseball knowledge, and the new Player Cards recreates the fun and excitement of trading baseball cards. What else is new? You can create an expansion club, complete with logo and choose what city, stadium and league they'll play in. And there's a fun new Franchise feature that lets you select a favorite team and play with them over several seasons, seeing their fortunes and players change over time. Of course, we still have plenty of the great on-field action you've come to expect, like the Home Run Derby, Season and Playoff modes, and tons of off the field management input, too, including creating your own players. You've got all the tools it takes to make a run at the World Series and have a great time doing it! See you in the post season!

DO YOU KNOW BASEBALL?

Throughout this booklet, reference is made to common baseball terms and situations. It is assumed that the reader is familiar enough with the game that this will not present any difficulties. If you find yourself puzzled, a visit to your local library will yield a wealth of baseball information. You might also wish to visit the Major League Baseball site on the web at **http://www.mlb.com** where you can view rules, statistics and more.

MENU NAVIGATION

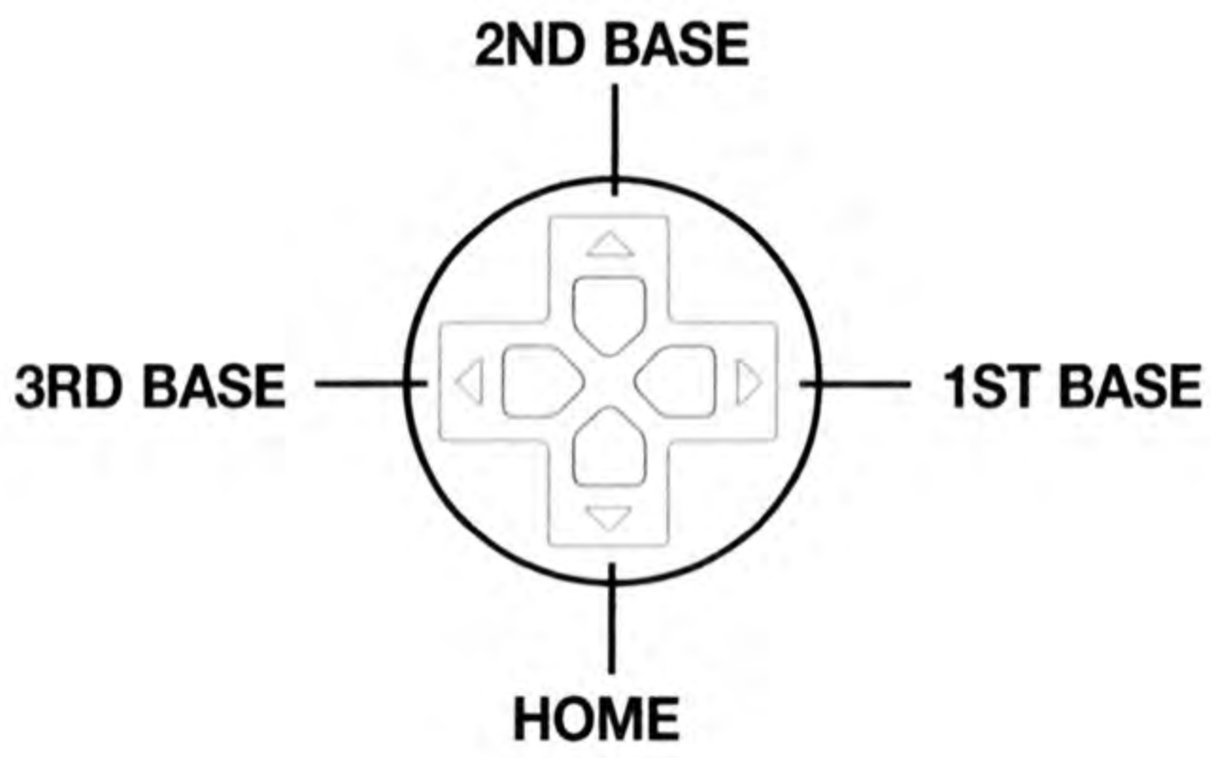


CONTROLS

BASE CONTROL BASICS

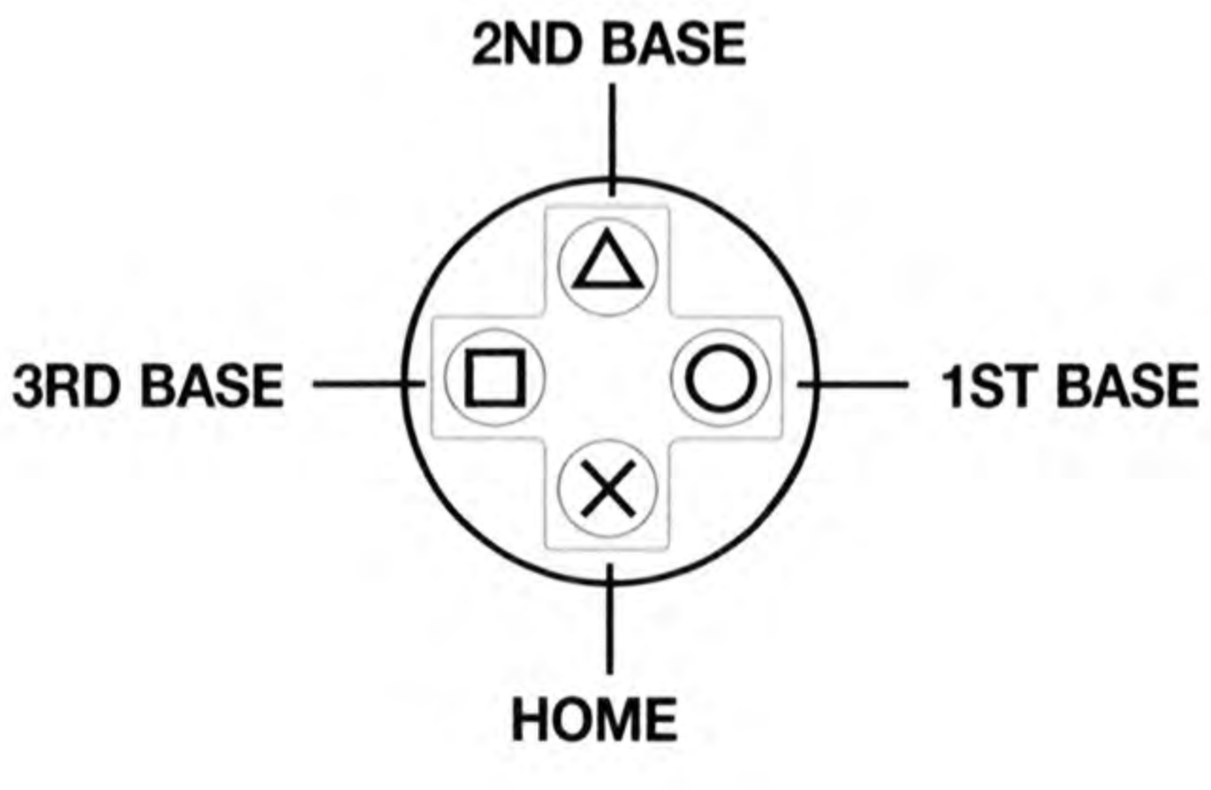
AT BAT

When base running, each base matches a direction on the **DIRECTIONAL BUTTONS**. To move a base runner to or from a base, you press the proper control and the direction of the base the runner currently occupies.



IN THE FIELD

When fielding, each action (symbol) button matches a current or future throw to a base. These are the base equivalents when fielding:



PITCH SELECT

Each hurler's pitch types appear on-screen next to a control graphic. Pitch types vary with each pitcher, as do controls. For example, the △ **BUTTON** might be a slider for one pitcher, or a knuckleball for a different player who doesn't throw a slider.

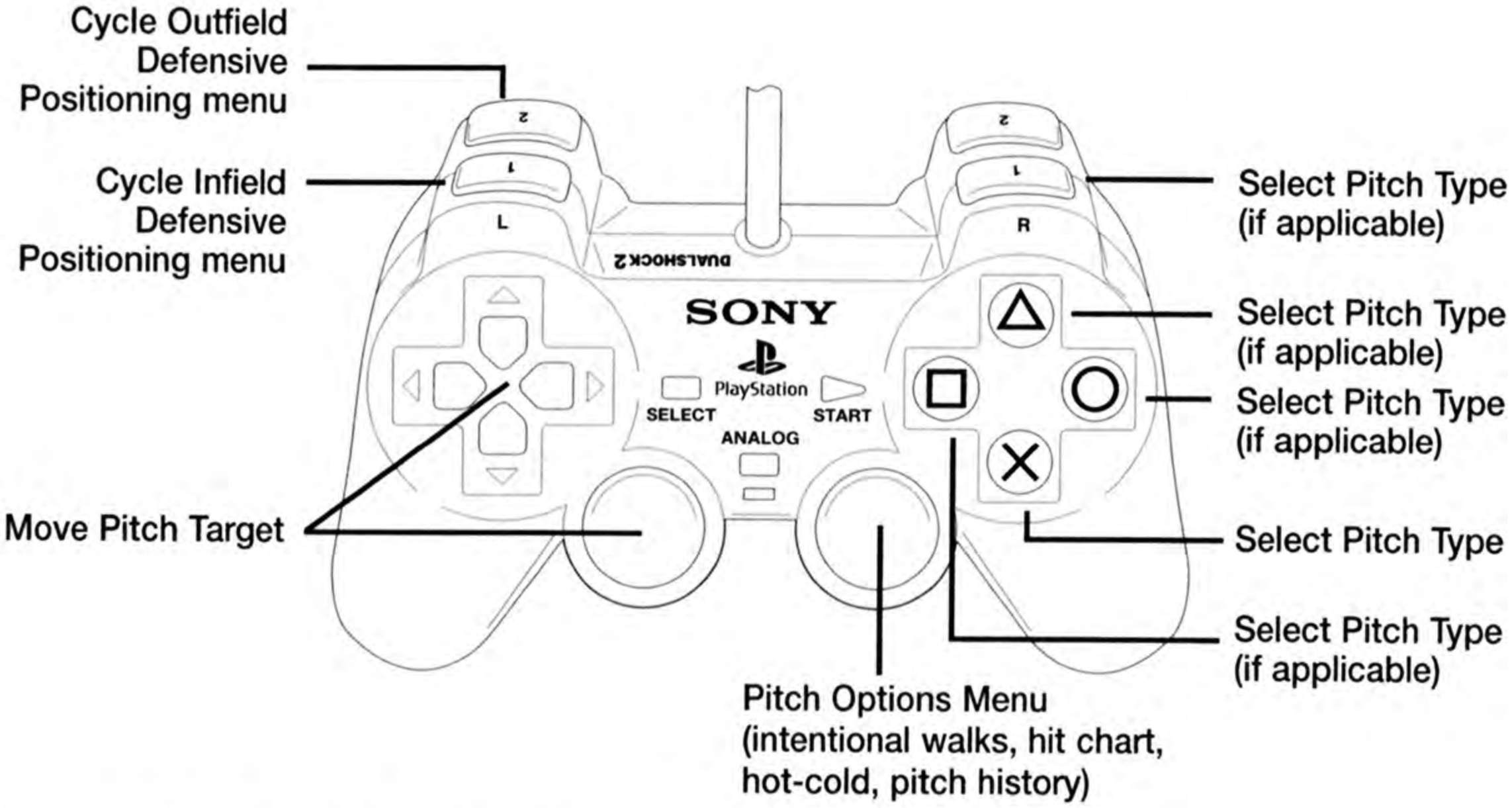
Locating pitches: Press the **LEFT ANALOG STICK** or the **DIRECTIONAL BUTTONS** to move the pitch target to the desired location.

Positioning fielders: Pressing the **L1 BUTTON** will cycle through **infield** positioning options:

1. *Normal*
2. ***In*** – all infielders play on the edge of the infield grass.
3. ***Deep*** – all infielders back up to the edge of the outfield grass.
4. ***Corners*** – 3B & 1B play in to anticipate a bunt.
5. ***Lines*** – 3B & 1B play closer to the foul lines to prevent extra base hits.
6. ***DP Depth*** – SS & 2B play a few steps deeper and closer to second base, putting them in better position for turning double plays.
7. ***Shade L*** – all IF move slightly to the third base side.
8. ***Shade R*** – all IF move slightly to the first base side.
9. ***Shift L*** – more dramatic shift toward third base.
10. ***Shift R*** – more dramatic shift toward first base.

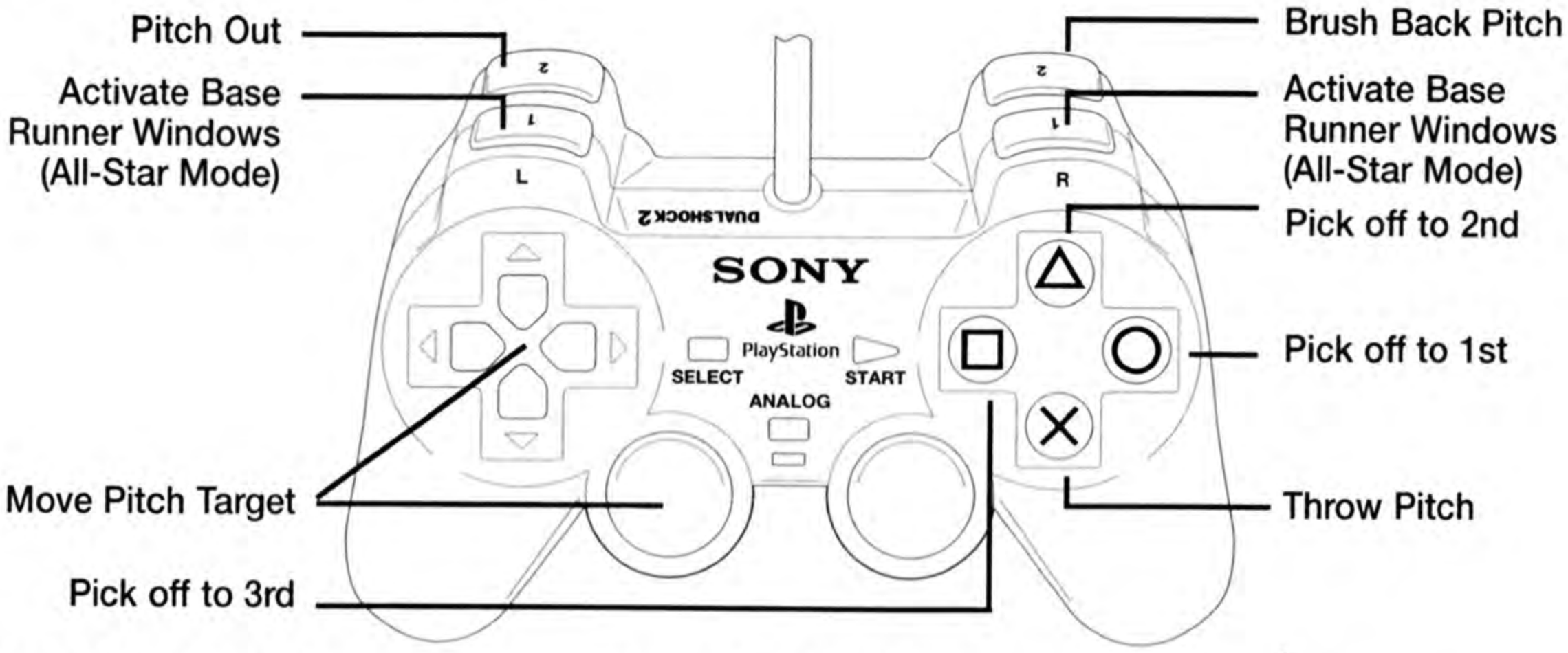
Pressing the **L2 BUTTON** will cycle through **outfield** positioning options:

1. *Normal*
2. ***Normal left*** – Outfielders shade toward left field.
3. ***Normal right*** – Outfielders shade toward right field.
4. ***Deep*** – Outfielders play a few steps back toward the fences.
5. ***Deep left*** – Outfielders play a few steps back toward the fences and move a few steps toward the LF line.
6. ***Deep right*** – Outfielders play a few steps back toward the fences and move a few steps toward the RF line.
7. ***Shallow*** – Outfielders play a few steps in.
8. ***Shallow left*** – Shift is more extreme. All OF's move. RF moves toward RCF giving up his line, CF moves 4-5 steps into LCF, LF moves 3-4 steps toward the line.
9. ***Shallow right*** – Outfielders play a few steps in and move a few steps toward the RF line.



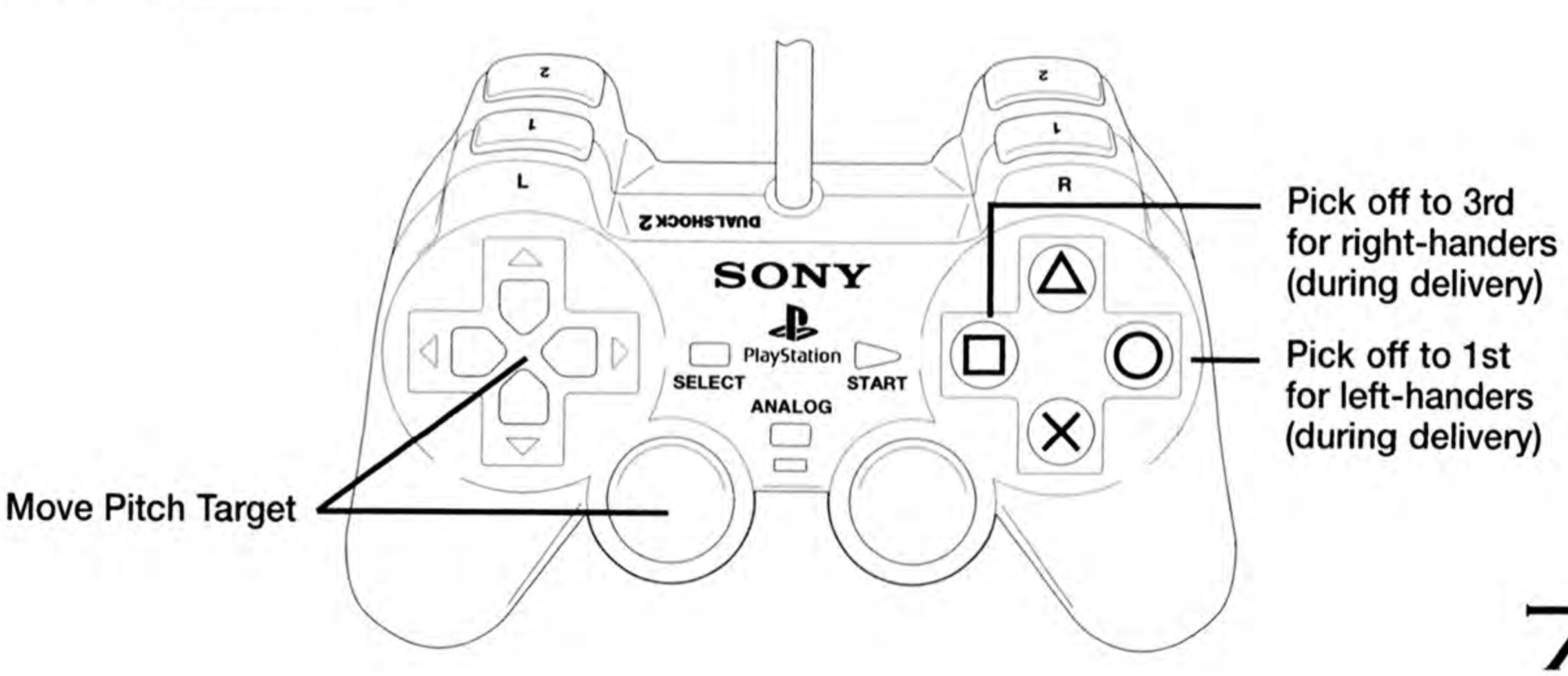
POST-PITCH SELECT

After selecting your pitch type, you can still change the pitch location. In addition, you can either throw the pitch or try a pick off throw to any base but home.



Hold **L3 BUTTON** while pressing the ⊗ **BUTTON** to use slide step delivery.

MID-WINDUP

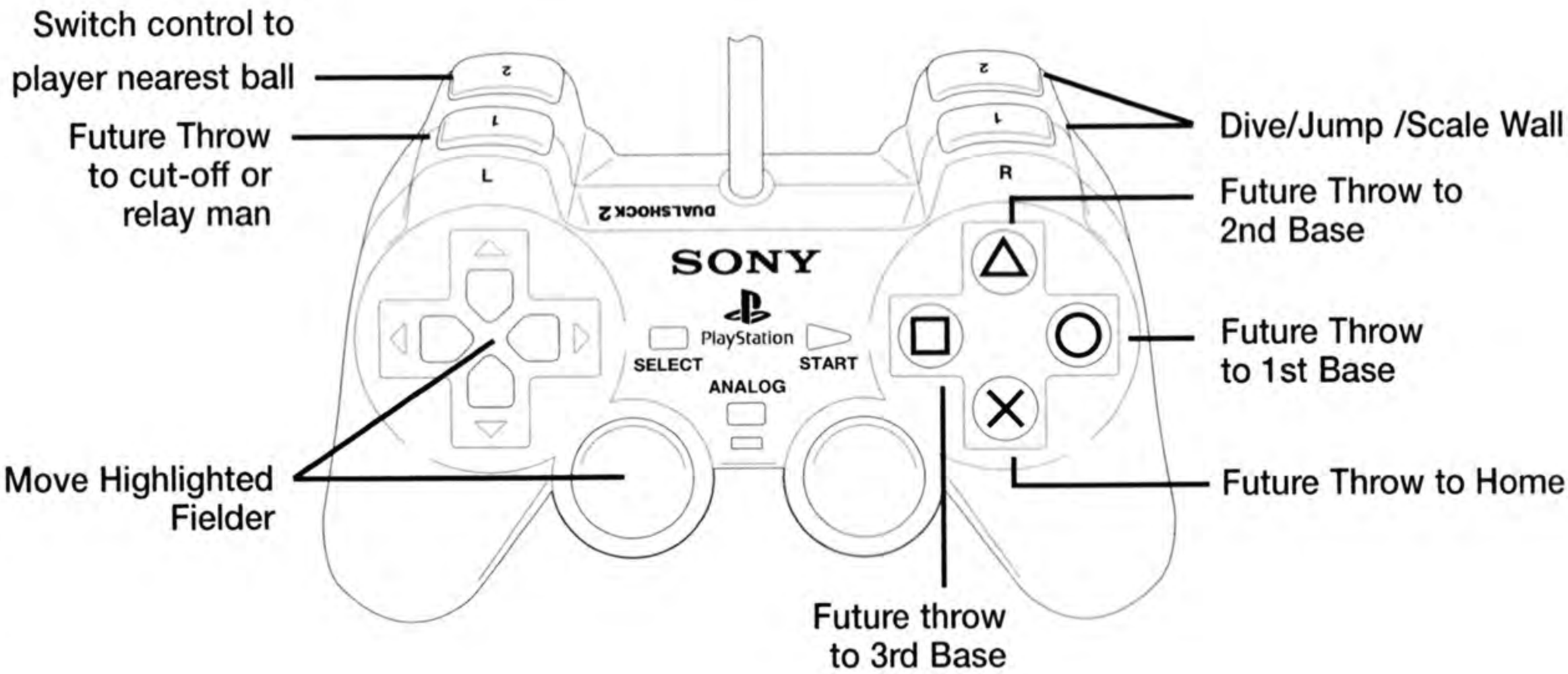


FIELDING

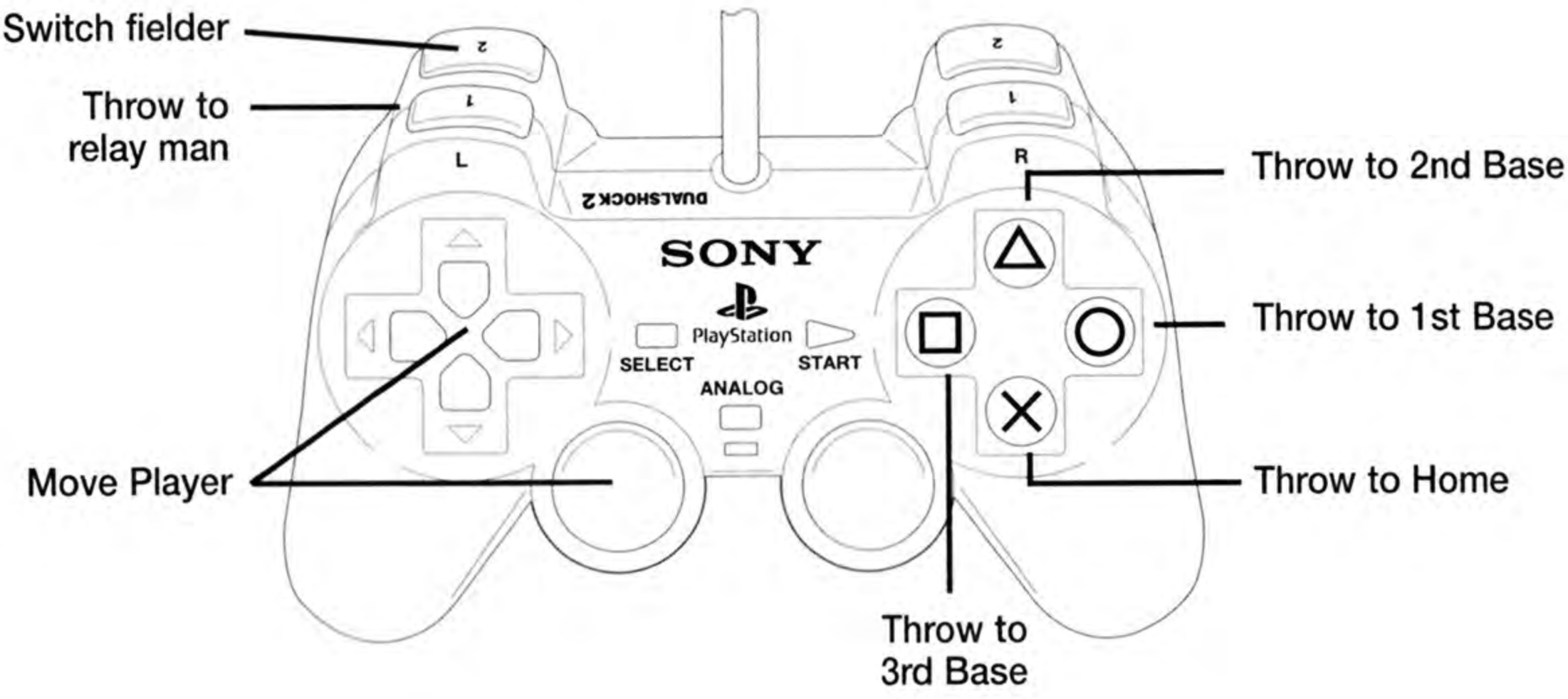
BEFORE BALL IS FIELDED

The spot where a fly ball will land is indicated by a red circle highlight. The currently controlled fielder is indicated by a blue circle highlight (if multiple players are controlling outfielders, there is a different highlight color for each player). If a fielder isn't on screen at any given time, a red arrow indicates the direction of the ball.

To tell that fielder where to throw the ball before he fields it (so he'll immediately throw to that location once he fields the ball), press the associated control (see below).



AFTER BALL IS FIELDED



BATTING & BASE RUNNING

PRE-PITCH SELECT

CONTROL	ACTION
DIRECTIONAL BUTTONS	Move batting cursor/ While △ is held, press base direction to steal
LEFT ANALOG STICK	Move batting cursor
RIGHT ANALOG STICK	Tilt batting cursor
▣ **BUTTON**	Toggle contact / power icon
△ **BUTTON**	Steal signal (+ **DIRECTIONAL BUTTON** in current base direction
⊗ **BUTTON**	Practice swing
◉ **BUTTON**	Show sacrifice bunt
L1 BUTTON	Increase all runners' leads
L2 BUTTON	Initiate pitch / location guess
R1 BUTTON	Decrease all runners' leads

STEALING BASES

To steal a base, hold the △ **BUTTON** then press the **DIRECTIONAL BUTTON** in the direction of the base the runner currently occupies. For example, if a runner is on first base, hold the △ **BUTTON** then press **RIGHT** on the **DIRECTIONAL BUTTON** to steal second base. On Rookie and Veteran difficulty settings, the runner will wait until the pitch is released before attempting to steal. On All-Star difficulty level, the runner will break as soon as you press the **DIRECTIONAL BUTTON**. You can hold the △ **BUTTON** down, but the runner will not steal until the **DIRECTIONAL BUTTON** is pressed (the **DIRECTIONAL BUTTON** highlights the runner).

If you have a runner steal a base that is already occupied, both runners must steal. (Ex.: Runners on 1st and 2nd. When you press the △ BUTTON and RIGHT on the DIRECTIONAL BUTTON, both runners will steal. If you press the same controls with runners on 1st and 3rd, only the runner on 1st will go.)

USING THE BATTING CURSOR

The triangle-shaped batting cursor is there to help you get good wood on the ball and to aim your hits. The wide part of the cursor represents the sweet spot of your bat, so that's where you want to make contact. Press either the **DIRECTIONAL BUTTONS** or the **LEFT ANALOG STICK** to **position the cursor**. Press the **RIGHT ANALOG STICK** to **tilt** the cursor to alter the type of hit. Tilting **UP** will tend to produce grounders, while tilting **DOWN** will tend to produce balls in the air. Tilt the cursor **LEFT** to hit the ball to the left side and **RIGHT** to hit it to the right side.

PITCH / LOCATION GUESS

You can try to guess the pitch type and location before every pitch. Correctly guessing the pitch type effects the size of the contact area; guessing the location effects the size of the power area. There are eight possible location guesses. Guessing a specific location will have more of an effect on the hitter's icon than guessing a general location.

CONTROL	ACTION
DIRECTIONAL BUTTONS	Select Location
▣ BUTTON	Select corresponding pitch type
△ BUTTON	Select corresponding pitch type
⊗ BUTTON	Select corresponding pitch type
◯ BUTTON	Select corresponding pitch type
L2 BUTTON	When released, pitch / location guess mode is deactivated
R1 BUTTON	Select corresponding pitch type

CONTROL	ACTION
UP	guess High
UP + RIGHT	guess Up & Away
RIGHT	guess Outside
DOWN + RIGHT	guess Low & Away
DOWN	guess Low
DOWN + LEFT	guess Down & In
LEFT	guess Inside
UP + LEFT	guess Up & In

Note: These controls are for a right handed batter. Reverse them for a left handed batter

POST-PITCH SELECT / MID-WINDUP

CONTROL	ACTION
DIRECTIONAL BUTTONS	Move batting cursor / Combine with △ **BUTTON** to signal steal (runner automatically steals)
LEFT ANALOG STICK	Move batting cursor
RIGHT ANALOG STICK	Tilt batting cursor
▣ BUTTON	Toggle contact / power icon
△ BUTTON	Steal signal (+ base direction)
⊗ BUTTON	Swing
◯ BUTTON	Drag bunt
L1 BUTTON	Increase all runners' leads
R1 BUTTON	Decrease all runners' leads

Note: There are two types of bunts in the game: sacrifice bunts and drag bunts. Sacrifice bunts are shown before the pitch is delivered. To perform a sacrifice bunt, the chance of success is based on the hitter's bunt rating. Drag bunts are timed and aimed like a swing. You must move the cursor (LEFT ANALOG STICK) in conjunction with the bunt button (◉ BUTTON) to perform a drag bunt.

BALL IN PLAY

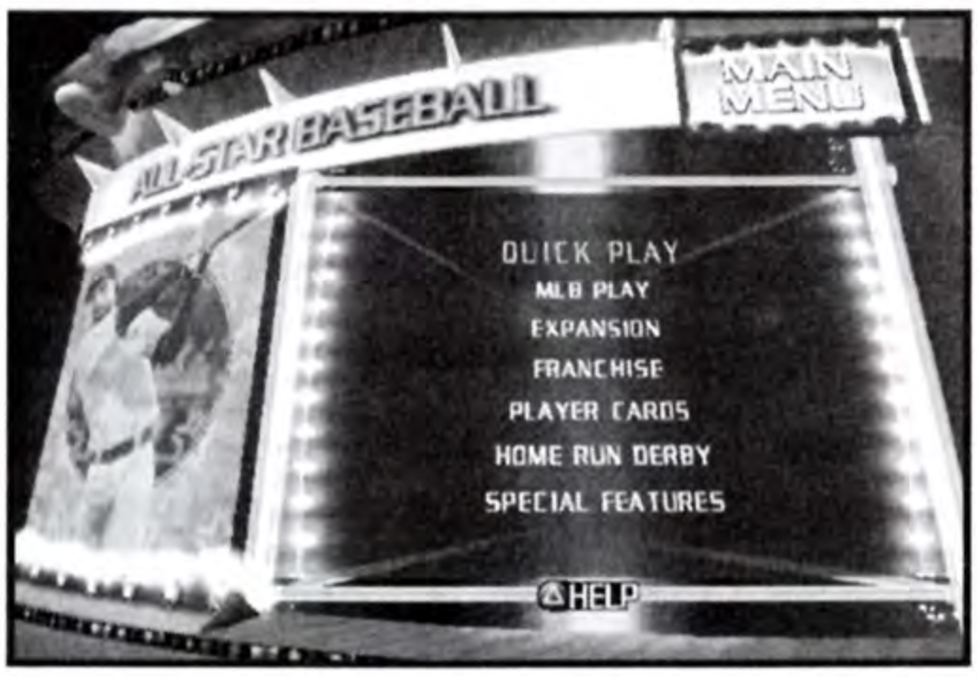
CONTROL	ACTION
DIRECTIONAL BUTTONS	Indicate base for individual runner select
△ BUTTON	Advance single runner when combined with **DIRECTIONAL BUTTON** direction
◉ BUTTON	Return single runner when combined with **DIRECTIONAL BUTTON** direction
L1 BUTTON	Advance all runners
L2 BUTTON	Stop all runners
R1 BUTTON	Return all runners

GETTING STARTED

At the Title Screen, press the **START BUTTON**. You will come to the Main Menu.

MAIN MENU

The main menu is where you make these important selections. Each item is explained in detail further on.



Quick Play Get right onto the diamond for a single game with computer selected teams.

MLB™ Play Choose Exhibition play, an All-Star Game, start a New Season or New Series and Manage Saved Games.

Expansion Create your own expansion club in the city and league of your choice, then draft players and bring the club into season play.

Franchise Follow one ball club over the course of up to 20 seasons as they win and lose, as older players move on and exciting new prospects join the club. This is tops for a long term loyalist as you guide your beloved franchise across generations.

Player Cards Forget card shows! Now you can collect player cards right inside the game by earning points for certain exploits.

Home Run Derby Try your swatting skills with and against the best sluggers.

Special Features Special features is where you can access batting practice, our all new trivia game, team management functions, statistics, options and game credits.

PAUSING THE GAME

You can make a host of adjustments during a game. Available options depend on game mode. Press the **START BUTTON** at any time during play to pause the game and bring up the pause options menu.

Play Ball Resume play where you paused it.

Box Score View the current box score.

Manage Bullpen View and adjust your pitching staff (see pg 20 for more details).

Change Lineup Make tactical in-game roster moves such as putting in pinch runners, pinch hitters, changing positions, defensive replacements and double switches.

Game Controls Change which human player controls which baseball player on offense, defense or both.

Controller Select Change which team you wish to control.

Game Options Adjust these in-game play options:

Easy Batting Choose to play with easy batting feature **ON** or **OFF**.

Pitcher Aid The pitcher aid is a small white circle icon that shows where the pitch is being aimed. Toggle the pitcher aid **ON** or **OFF**.

Strike Zone Aid The strike zone aid will display a translucent rectangle matching the strike zone to give you a better idea of whether or not a pitch is a strike (the strike zone aid is an approximate representation of the strike zone. The ball doesn't necessairly have to be completely within the box in order to be called a strike).

Fielder Control Choose Manual, Assist or Auto fielder control. In Manual mode, you have complete control of the fielders. Assist mode gives you partial CPU fielding help, while in Auto mode the CPU takes full control of fielding.

Defensive Position Choose Manual or Auto defensive positioning.

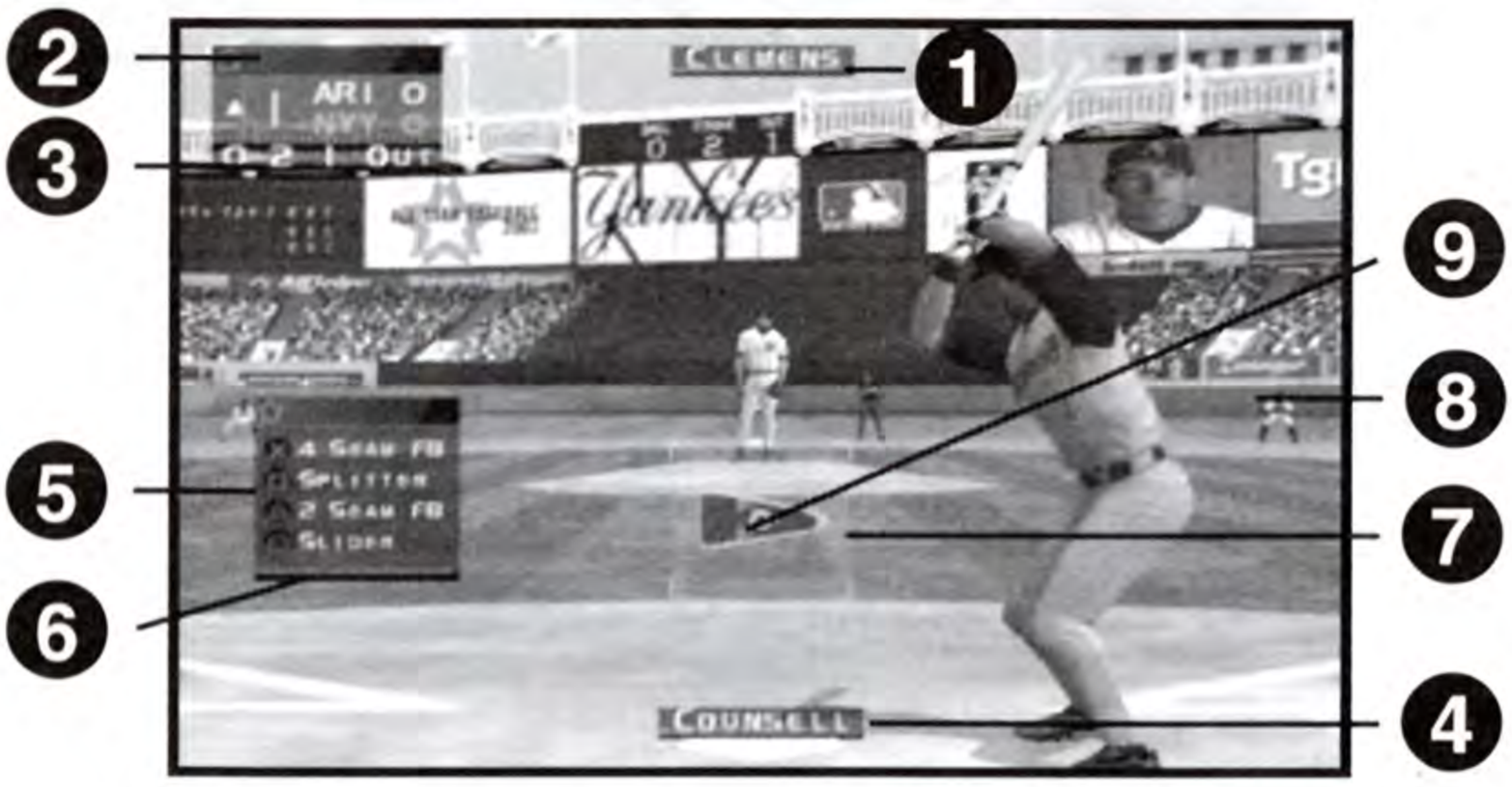
Leadoff Control Choose Manual or Auto control of the baserunner's leads. In Auto mode, the CPU controls the amount that baserunners lead off base.

Vibration Setting If using a **DUALSHOCK®2 analog controller**, you can turn the vibration function **ON** or **OFF**.

Generate Count Available when difficulty is set to Manage Only. Set to ON to have the computer automatically generate a pitch count for each batter.

Game Speed Choose Normal or Fast game speed. At fast settings, player animations/transitions between innings are faster.

GAME DISPLAY



1 **Pitcher:** Displays the current pitcher's name.

2 **Score:** The current inning and each team's score.

3 **Count:** Current numbers of balls, strikes and outs.

4 **Current Batter:** Displays the current batter's name.

5 **Pitch Selector:** Up to five specialty pitches the current pitcher throws (and their controls) appear opposite the batter. Pitches are listed in a counter-clockwise order of overall pitch rank (ability/reliability), running ✕, □, △, ○, **R1 BUTTONS** (✕ **BUTTON** is his best pitch, **R1** is the least reliable). Press the appropriate control to select a pitch, aim your pitch with the **DIRECTIONAL BUTTON** or **LEFT ANALOG STICK**, then press the ✕ **BUTTON** to throw it.

6 **Pitcher Stamina:** This meter displays the current pitcher's stamina level. Pitchers start with a full blue meter. A pitcher loses effectiveness as the meter decreases (some pitchers will decrease more rapidly than others, based on their statistical performance from the 2001 season). A reliever's stamina will decrease at a faster rate than a starter. As a pitcher tires, he loses accuracy and his breaking pitches tend to flatten out.

7 **Strike Zone:** This translucent box shows the current batter's strike zone. If you are using a **DUALSHOCK®2 analog controller**, the controller will vibrate when a pitch is aimed outside the strike zone.

The strike zone indicator reflects the rule changes for the 2001 season. The pitch aid must be completely in the strike zone for a strike to be called, though the pitcher may be given borderline calls on occasion.

8 **Pitch Aid:** Shows where the pitch is aimed.

9 **Batting Target:** When at bat, move this target to aim your swing. Swivel the target (by pressing the **RIGHT ANALOG STICK**) to influence the type of hit and the hit placement.

Field Radar: Circles indicate the position of offensive players. A blue circle indicates a runner on base.

GAME MODES

QUICK PLAY

Can't wait to get out on the field? In a quick play game, the computer selects teams for a one game contest. It's fun, it's fast, it's fantastic. After selecting Quick play, you'll go directly to the Controller Select screen. All you have to do is choose your difficulty setting and which team you want to control (see Controller and Difficulty Selection under Exhibition mode for details).

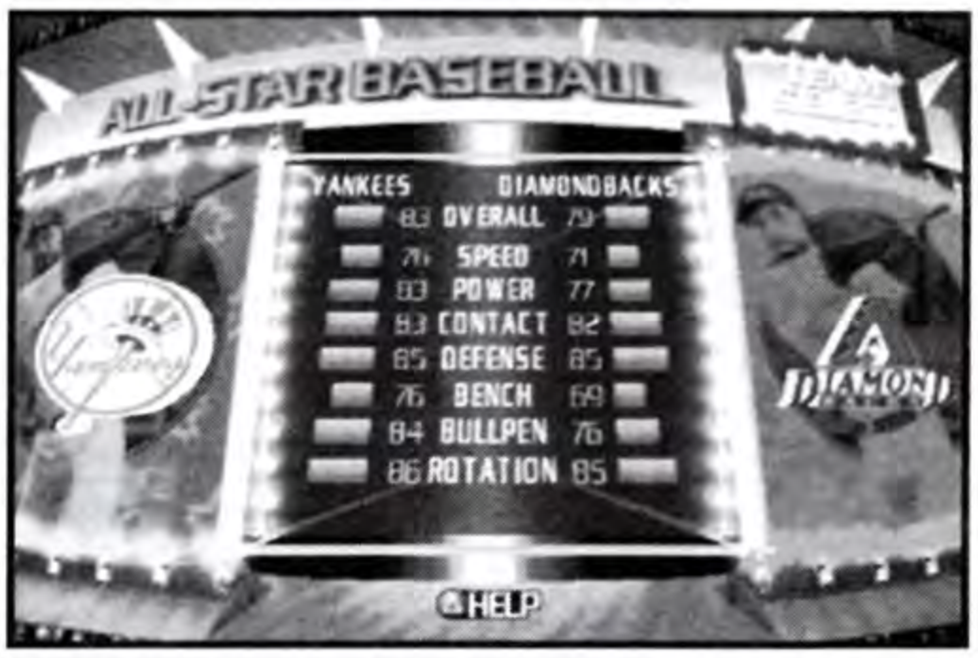
MLB™ PLAY

MLB™ Play is where you choose to play an Exhibition game, an All-Star Game, to guide a team through an entire major league Season, from opening day all the way through the playoffs and the championships or jump right into a seven game Series. Let's take a look at each mode.

EXHIBITION

Exhibition mode is a one game contest between any two teams. Exhibition games do not count in the standings, and cannot be saved. Exhibition games are a great way to get a feel for the game and get used to the controls. It's also useful for "auditioning" various teams and players on the field before getting into a full season or making GM decisions in Team Management.

Team Selection



In Exhibition mode, you select two teams to compete. Each team is rated in several performance categories. Press ↑ or ↓ **DIRECTIONAL BUTTONS/LEFT OR RIGHT ANALOG STICK** to cycle through National and American League teams. Press ← or → **DIRECTIONAL BUTTONS/LEFT OR RIGHT ANALOG STICK** to toggle between home and away teams.

Teams can play in **standard**, **alternate** or **"throwback" uniforms**. Press the **L1 BUTTON** to toggle uniforms for the current team at the left of the screen. Press the **R1 BUTTON** to do so for the team on the right.

Player 1 chooses first. If playing a 1 Player game, Player 1 chooses both teams.

Team Ratings will change slightly based on the primary starting pitcher handedness.

Controller and Difficulty Selecton

This menu allows you to choose which team you wish to control and the difficulty setting. You can also access sub-menus which let you set Game Options, access your Lineup and decide which positions are controlled by which players. To choose which team you wish to control, press ← or → **DIRECTIONAL BUTTONS/LEFT OR RIGHT ANALOG STICK** to move your controller icon under the desired team. Next, you can adjust the difficulty level by pressing ↑ or ↓ **DIRECTIONAL BUTTONS/LEFT OR RIGHT ANALOG STICK** to

Manage Only, Rookie, Veteran or All-Star skill settings. When Manage Only is selected, you only make pitch selection or batting decisions; the computer does the rest. Press the **L1 BUTTON** to bring up the Game Options Screen. Press the **R1 BUTTON** to bring up the Lineup Screen. Press the ⊗ **BUTTON** to move forward directly to Exhibition play.

Press the ■ BUTTON to access the Game Controls Screen. This screen allows you to select individual players/positions for control by either human players or the CPU.

Game Options Game Options are only available in Quick Play, Exhibition and All-Star Game play. To access this mode, press the **L1 button** on the Controller or Difficulty screen. Note that some weather options are not available in domed/enclosed stadiums.

Stadium Select any major league stadium to play in.

Game Time Choose to have a Day, Night or Twilight game start time.

Weather Play with Rain, Snow or No Precipitation.

Sky Play with Clear, Fair, Overcast or Stormy skies.

Cheats If you have uncovered any cheats, you can select them here.

ALL-STAR GAME

This mid-season classic is a one game test between the best players in the American and National leagues. Players are selected by the computer. Rosters are based on the actual 2000 All-Star Team rosters. 25 of the 30 All-Stars will be available for game play. You can edit the lineup before the game, but you cannot alter the All-Star rosters. The computer will use All-Star Game logic for replacing players during the game.

NEW SEASON

Select a team and guide it from the chill of April to the thrills of October.

Schedule Type
By default, a typical new season consists of a full 162 game season, some against opponents in your league, others against inter-league rivals. However, you can elect to play a shorter season by toggling to one of the optional schedules.

THE SEASON MAIN MENU

Once you select a New or Continued season, you'll come to the season menu, where you have several options.

Play Next Game
Enter game play at the next game scheduled.

Schedule

View your schedule and simulate games. To advance or return through your schedule calendar,

- Press ◀ or ▶ **DIRECTIONAL BUTTONS/LEFT OR RIGHT ANALOG STICK** to cycle by days.
- Press **L2** or **R2 BUTTONS** to cycle by weeks.

Simulating Games

You can elect to play all games scheduled for your team or let the computer simulate any or all season games. Press ▲ or ▼ **DIRECTIONAL BUTTONS/LEFT OR RIGHT ANALOG STICK** to highlight a particular contest, and press the ✕ **BUTTON** to have the computer instantly simulate the outcome of all the games above the selected one. Press the ■ **BUTTON** to view box scores of simulated games.

Weather Forecast

View the weather forecast for the upcoming game.

Standings

View current standings in every division. Press ◀ or ▶ **DIRECTIONAL BUTTONS/LEFT OR RIGHT ANALOG STICK** to toggle divisions and leagues. When a team is highlighted, press the ✕ **BUTTON** to view the team statistics screen.

Team Management

Access the team management system to create players, set your lineup, set your pitching rotation, trade players and manage free agency. For details on each of these, see the related sections below.

Statistics

View comprehensive season stats for your team.

Save Season

Save your season progress to your **MEMORY CARD** (for PlayStation®2).

SEASON TEAM MANAGEMENT OPTIONS

Note: These Team Management options are also available in Expansion and Franchise modes.

SET LINEUP

The set lineup screen is where you can set up a lineup and adjust it as the season continues. There are several adjustments that can be made. You will see the current active roster displayed in batting order, including the available bench players.

Switch Lineup

When this option is highlighted, pressing the ⊗ **BUTTON** will highlight the lineup type at the top of the roster (just below your team name). There are different lineups depending on whether your team is facing left handed pitching (LHP) or right handed pitching (RHP), and on whether or not the game is in a National League park (an American League pitcher such as Roger Clemens is required to bat in a NL park; in an AL park, a designated hitter (DH) bats in place of the pitcher). Press ⇦ or ⇨ on the **DIRECTIONAL BUTTONS/LEFT OR RIGHT ANALOG STICKS** to toggle through the different lineups. Any changes made (below) will only effect the currently displayed lineup.

Sub Player

To substitute one player in place of another, highlight this option and press the ⊗ **BUTTON**. Next, press ⇧ or ⇩ **DIRECTIONAL BUTTONS/LEFT OR RIGHT ANALOG STICK** to highlight the player you wish to take out. Press the ⊗ **BUTTON** to initialize your choice. Then move the highlight to the bench player you wish to sub into the already marked player's slot. Press the ⊗ **BUTTON** to make the substitution. Note that the substitution effects only the current situational lineup (for example, NL Vs. LHP), and that once a player is subbed out during a game, he cannot return to the game.

Swap Position

If you wish to have players currently in the lineup swap positions (for example, have Jeter play LF and Williams at SS), highlight this option and press the ⊗ **BUTTON** to initialize your choice (press the ◉ **BUTTON** to cancel the selection). Then move the highlight to the player you wish to swap player assignments with. Press the ⊗ **BUTTON** to make the swap. Remember that players at unfamiliar positions are prone to errors.

Swap Order

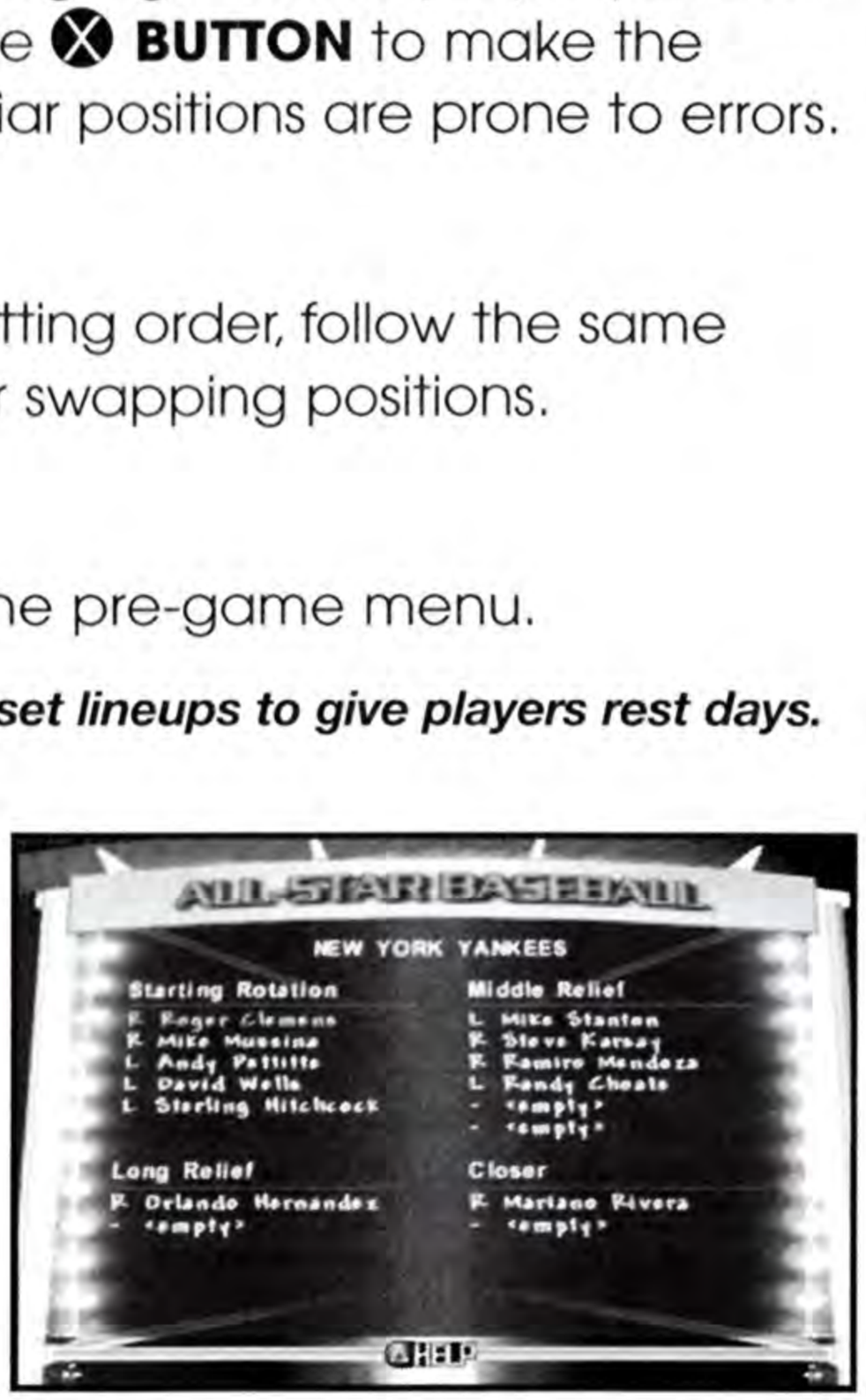
To swap where players appear in the batting order, follow the same general controls as for subbing players or swapping positions.

Exit

Exit the Set Lineup menu and return to the pre-game menu.

Note: During Season play, the CPU may alter the pre-set lineups to give players rest days.

SET PITCHING STAFF



One of the most critical decisions you face as a manager is setting your pitching rotation. Once you select this option, you will see a pitching rotation, broken into your starting rotation, middle relief, long relief and closers. Starting pitchers are listed in appearance order, so the first

player would open game one, while the fifth would start game five. You can only change the order pitchers appear in within their categories. Press the ⊗ **BUTTON** to select a pitcher to move in the rotation. Move the highlight to the player you wish to change places with and press the ⊗ **BUTTON** to make the switch. Press the ◉ **BUTTON** to back out to the previous menu.

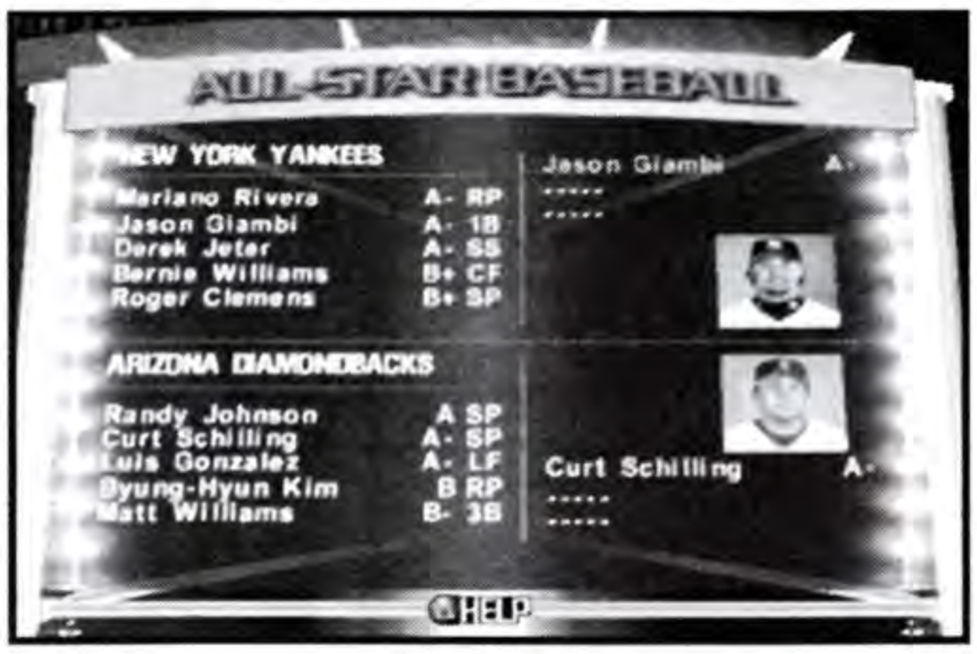
ROSTER MANAGEMENT

Injury Wire
View a complete, up to the minute list of player injuries.

Transaction Wire
View a complete list of player transactions by team, date and transaction.

Franchise Value
In Expansion and Franchise modes only, you can view the current value of your franchise and the current budget (number of points available for free agents). Budgets are determined by the team's previous season record.

Trade Players
Trading players is another important aspect of successful team management. Each team must have the required number and type of roster players depending on their league. Any trade that would violate this rule will be disallowed. Traded players at the same position(s) will trade places straight up. Otherwise, the next player in the same position assumes the departed player's role.



Making a Trade
Press ⓤ or ⓓ on the **DIRECTIONAL BUTTONS/LEFT OR RIGHT ANALOG STICK** to move the team highlight from the upper and lower team areas. Press ⓛ or ⓡ on the **DIRECTIONAL BUTTONS/ LEFT OR RIGHT ANALOG STICKS** to cycle through teams to the one who currently has the player you wish to trade for. To make a trade, press the ⊗ **BUTTON** on the currently highlighted team. Press **UP** or **DOWN** to highlight the player you wish to trade for and press the ⊗ **BUTTON**. Press it again to move that player in to the proposed trade area (multiple trades are possible: up to three players can appear there at once). Press **LEFT** or **RIGHT** to move the team highlight, then select the player you wish to trade. Highlight the desired player and press the ⊗ **BUTTON**. Next, press the ▣ **BUTTON** to make the trade. Press the ◉ **BUTTON** to back out (cancel) at any time. Note that a truly boneheaded trade will not be allowed by the computer.

Free Agents

Rather than trade for players, you may wish to sign from the Free Agent Pool. All free agents are ranked by letter grade. Created players first appear in the free agent pool. You can also consign players you no longer want on your club to free agency, but be aware that players in the free agent pool are available to any team. Controls are similar to those for Trade Players.

Farm Team

Enter Farm Team to bring players up from and send players down to your minor league farm team. Press the ⊗ **BUTTON** to toggle between the Active Roster and Farm Team areas. Press ↑ or ↓ **DIRECTIONAL BUTTONS/LEFT OR RIGHT ANALOG STICK** to highlight a player. When two players are highlighted, press the ⊗ **BUTTON** to swap them respectively to or from their Active Roster or Farm Team.

Disabled List

View and manage your 15 and 60 day disabled list.

CREATE A PLAYER

Create A Player lets you build your own custom ball player and save him to the free agent pool. Once he is brought in to a team via free agency, he will be available in any game mode. You can customize a host of personal qualities and player attributes.

Note that a pitcher has specialized attributes, while other players' attributes are more general and cover a fuller range of baseball skills.

Create A Player Controls

Press ↑ or ↓ **DIRECTIONAL BUTTONS/LEFT OR RIGHT ANALOG STICK** to highlight an option, then press the ⊗ **BUTTON** to activate it. Then press ↑ or ↓ **DIRECTIONAL BUTTONS/LEFT OR RIGHT ANALOG STICK** to cycle through the available settings. When satisfied, press the ⊗ **BUTTON** to confirm the setting,then continue making your choices as already stated. When you have completed a screen, highlight **DONE** and press the ⊗ **BUTTON**.

Entering Names

It's easy to give your player a first and last name. Highlight the name area you wish to enter and press the ⊗ **BUTTON**. Press ↑ or ↓ **DIRECTIONAL BUTTONS/LEFT OR RIGHT ANALOG STICK** to cycle through letters. Press ← or → **DIRECTIONAL BUTTONS/LEFT**

OR RIGHT ANALOG STICK to move the cursor position. When the name on a line is complete, press the ⊗ **BUTTON**.

Setting Attribute Levels

Each player's levels of various abilities are assigned a letter grade. Increasing the grade level subtracts points from the player's total attribute points, which appear at the top of the screen. Press ↑ or ↓ **DIRECTIONAL BUTTONS/LEFT OR RIGHT ANALOG STICK** to highlight an attribute and ← or → **DIRECTIONAL BUTTONS/LEFT OR RIGHT ANALOG STICK** to cycle through grade settings. Creating a balanced player is usually the goal, but you can enjoy experimenting with lopsided attributes. A created pitcher must have two pitches (the other two can be defaulted to none, in which case the points will be placed into the pool). To select pitch types, press ↑ or ↓ **DIRECTIONAL BUTTONS/LEFT OR RIGHT ANALOG STICK** .

When you have assigned attribute levels to your satisfaction, highlight **DONE** and press the ⊗ **BUTTON**. You will come to a screen which summarizes your creation. You can either **ACCEPT** to **SAVE** the created player or **CANCEL** to return to the previous screen.

Note: The CPU will project a created player's statistics for simulation purposes.

NEW SERIES

If you hunger for the tension of series play and can't wait a whole Season to get there, try Series mode for some instant October excitement. This mode takes you right into a best-of-seven series with the two teams of your choice.

YOU CAN ELECT TO:

Play Next Game	Go right to the next scheduled series game.
Series Summary	View the box scores from previous series games and see pitching match ups for future games.
Series Team Statistics	View the current team stats for the series.
Save Series	Save your current series progress to a **MEMORY CARD** (for PlayStation®2).

MANAGE SAVED GAMES

Enter Manage Saved Games to load or delete Season or Series games previously saved to your **MEMORY CARD** (for PlayStation®2). Select Load Season or Load Series to resume game play progress from the last save point. Select Delete Season or Delete Series to permanently erase previously saved season or series data and free up space for future saves.

EXPANSION MODE

In Expansion Mode, you select a city, name and ballpark for your franchise club, and which league it will belong to. Once that's done, in the expansion draft, you staff your club from a list of unprotected players from each club. You can then save your team and play up to 20 seasons with it.

OFF SEASON MENU

In both Expansion and Franchise modes, play continues over many seasons. After each complete Expansion or Franchise mode season, the Off Season Menu will appear at the top of the Season Main Menu (instead of Play Next Game). You will have these options.

Record Holders

View the top Career and Single Season record holders in all the important categories.

Franchise History

View your Franchise team history, including team leaders, team record, and more.

Retirement Announcements

As players age across several seasons, many will retire. Track which players have hung up their cleats.

Hall of Fame Inductees

View the players inducted into the Hall of Fame each year.

View Roster

View your current major and minor league player roster. Each player's position, age, point value and years remaining in his contract is displayed, along with the current franchise value and franchise budget.

Player Development

View comparative rankings of each player's performance by team based on previous season's performance. Development direction trend is indicated by an arrow.

Free Agents

View and acquire available free agents. Players are listed by position in rating order. The player's contract demands appear as points needed to acquire him and the number of years in the contract. To sign a player, highlight him and press the ⊗ **BUTTON**. At the next screen, you can propose a different deal or offer what the player asked for. If the deal is accepted, the points used to acquire the player will be deducted from your budget.

Spring Training

Select Spring Training to begin the next season.

FRANCHISE MODE

Franchise Mode let's you follow a team through generations of play—up to 20 seasons! That means you can create a player, bring him in as rookie, and watch his career develop over time. Will he be a superstar? A journey man? Only experience will tell. Of course, during the course of franchise play, some players will retire, be traded, get injured. This mode is what fan loyalty is all about. You can begin your franchise mode with a franchise draft or use the default roster.

PLAYER CARDS

In Player Cards mode, you use points earned in normal MLB play to "purchase" packs of baseball cards. Points are earned for certain on-field accomplishments, such as striking out the side or hitting a homer. Each pack of cards contains six cards (sorry, no gum). The object is to collect all 500 of the available cards.

Open Packs

The number of card packs remaining is shown, along with a prompt to open the next pack. Pressing the ⊗ **BUTTON** will open a pack. Press Left or Right on the directional buttons to view the cards in each pack.

Trade In Cards

Trade In allows you to swap in duplicate cards or any card you don't care for. You'll see six card positions. The number next to each shows how many of that card you have. Pressing the ⊗ **BUTTON** while a card is highlighted will trade in one of the cards and the number will decrease. When the number reaches zero, a blank card will appear.

View Cards

View your current hoard of cardboard classics. Each card is numbered, so you can tell which ones are still missing from your collection.

Point List

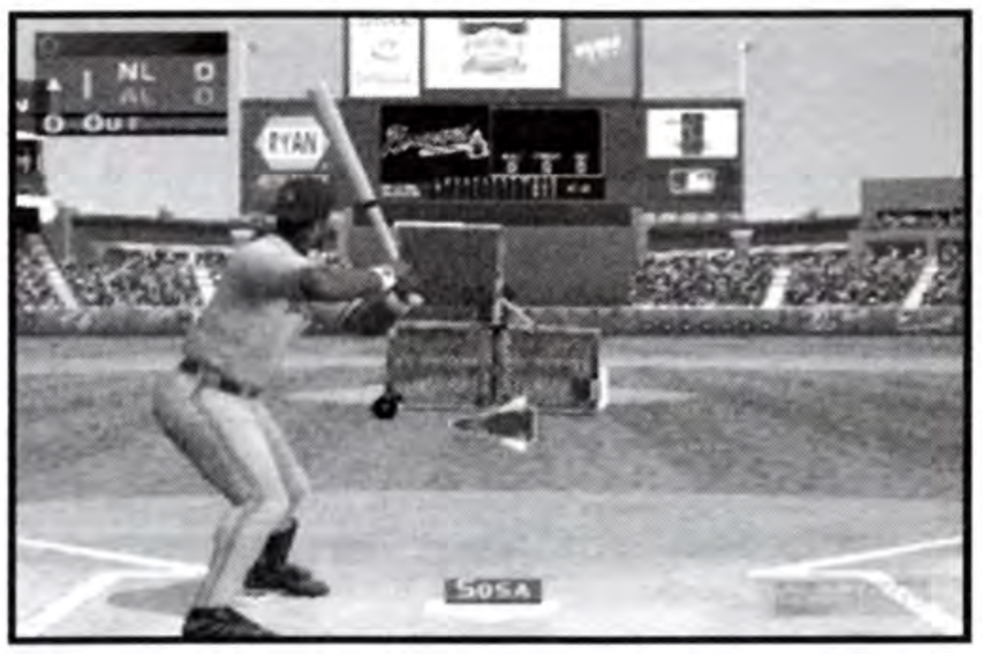
View the number of points awarded for a variety of Defensive and Offensive in-game feats, such as making a double play or the same player hitting two homers.

Save Card Data

Save your current card collection and points.

HOME RUN DERBY™

Another high point of the midseason is the Home Run Derby™, where the best swatters come to prove their slugging skills against their rivals. Only a homer counts as a hit—anything less is an out! Who will walk away with the title? The longest dinger? Step up and find out!



Style
You can choose to play an Innings contest (five innings), or choose a Modern style mode that goes until one team reaches five, ten, 15 or 20 swings.

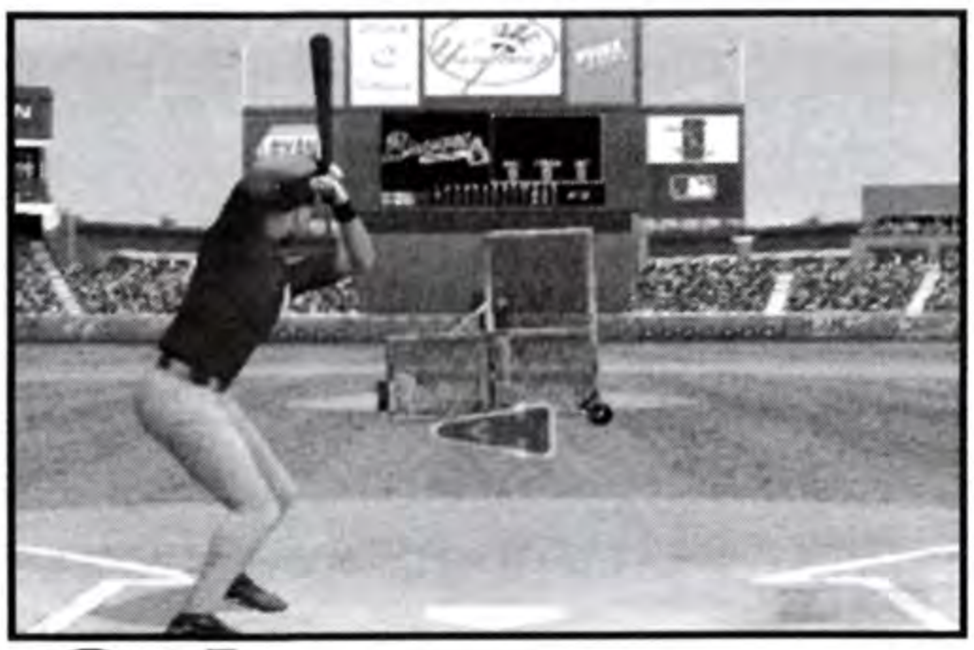
Stadium
Choose any ball park.

The computer initially selects Derby contestants, and you can alter the rosters to your liking. To do so, highlight a player and press the ● **BUTTON** to view his stats, or press the ✕ **BUTTON** button to view a roster of players ranked by slugging. Press ◀ or ▶ on the **DIRECTIONAL BUTTONS/LEFT OR RIGHT ANALOG STICKS** to cycle through teams. Press the ● **BUTTON** to delete a player from the Home Run Derby lineup. This slot can then be left blank or can be filled by another player.

Note: In Home Run Derby, using the contact swing will let you aim the batter's swing. Using the power icon will cause you to hit the ball much further, but not with the same consistency as the contact swing.

SPECIAL FEATURES

BATTING PRACTICE



It takes a lot of skill to get to the big leagues, but it takes much more to stay there: hard work. Batting practice is essential to maintain your timing and to master a variety of pitches to all parts of the plate.

Pitch Options

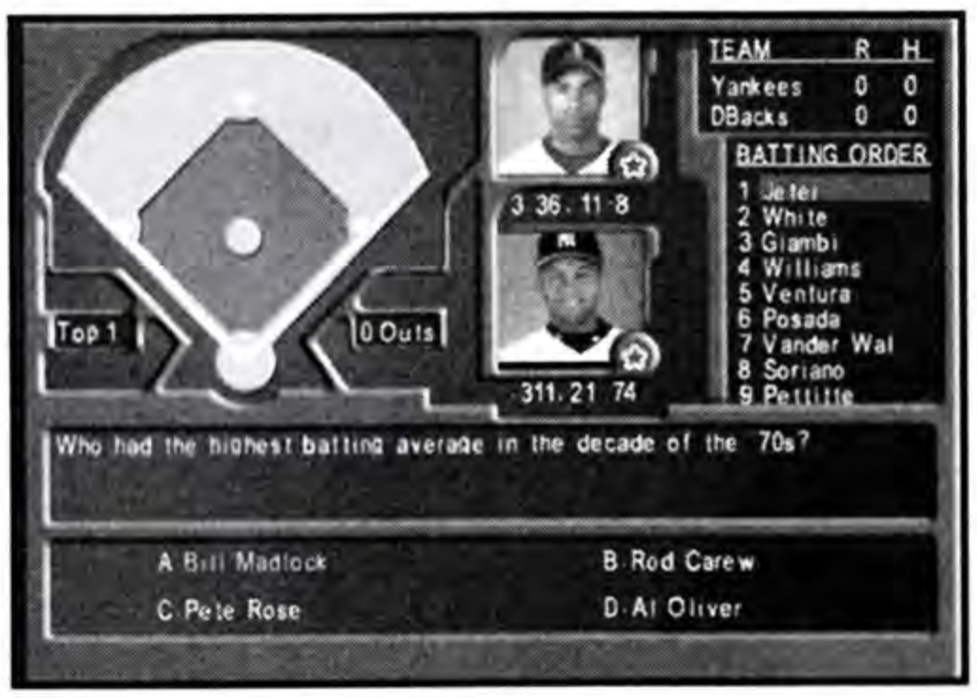
Highlight pitch options and press the ⊗ **BUTTON**.

Pitch Type	In batting practice mode, you can elect to bat against a variety of pitches (Random), or to practice batting against a specific pitch.
Location	Choose where the pitch is thrown.
Pitcher Throws	Pitch against left- or right-handed pitching.

To change batters, highlight the current batter and press the ⊗ **BUTTON**. You will go to a roster of players ranked by power and contact ratings. Press ⇦ or ⇨ on the **DIRECTIONAL BUTTONS/LEFT OR RIGHT ANALOG STICKS** to toggle teams and ⇧ or ⇩ on the **DIRECTIONAL BUTTONS/LEFT OR RIGHT ANALOG STICKS** to select a different player.

TRIVIA GAME

The trivia game lets you test your baseball knowledge through nine "innings" in three modes: Classic Baseball Trivia, Home Run Derby Trivia and Speed Game Trivia.



ClassiC Baseball Trivia

A mix of general baseball trivia. Players select two teams and choose which team they wish to play with. Once your teams are selected, you'll come to the trivia play screen.

The current pitcher, batter and box score are at the right of your screen (batting order is shown), while a graphic display of a baseball diamond appears to the left. A trivia question is displayed towards the bottom of the screen, along with four possible answers. You work your way through the batting order by answering questions. A correct answer will put a man on base, while a wrong answer counts as an out. The object is to have the highest score for your team at the end of nine innings. To select answers, move the highlight to the desired answer and press the ⊗ **BUTTON**.

Home Run Derby Trivia

In the Home Run Derby Trivia contest, you set up your Home Run Derby by choosing which rules will apply and the ball park. You can adjust the default roster in the usual manner. Select Play Ball to advance. A current roster of Home Run Derby batters appears, along with a trivia question. Each right answer is a dinger, each wrong one an out. The current batter continues he's out using the rules set earlier.

Speed Game Trivia
The Speed Game is like the Classic mode, but with the addition of a timing meter. Players must answer before the meter is empty, or get an automatic out.

TEAM MANAGEMENT

Managing your team takes patience and skill. There are lots of performance indicators to watch, as well as your own experience and instincts. You'll need to rely on all of them as you trade and draft players, manage lineups and rosters and create your own custom players. The way to the championship ring is full of pitfalls for the unwary and rewards for the wily, so take time to master your team management skills if you plan to wear the big ring!

PLAYER DRAFT

How'd you like to create a dream team of all your favorite players from any team? The player draft places all the current players into a draft pool, where they become available to any team.

The first step is the draft set up.

Draft Order — You can choose to draft in random order or by MLB™ rules.

Division — Press ◀ or ▶ on the **RIGHT ON THE DIRECTIONAL BUTTONS/LEFT OR RIGHT ANALOG STICKS** to cycle through the different divisions. Press ▲ or ▼ on the **RIGHT ON THE DIRECTIONAL BUTTONS/LEFT OR RIGHT ANALOG STICKS** to highlight a team. After this, pressing ◀ or ▶ on the **RIGHT ON THE DIRECTIONAL BUTTONS/LEFT OR RIGHT ANALOG STICKS** will toggle from CPU to USER control.

Next, select **Start Draft** to begin drafting players. The computer can automatically distribute players to each team based on your selected draft rule formula. You can cycle through the draft results by pressing ◀ or ▶ on the **DIRECTIONAL BUTTONS/LEFT OR RIGHT ANALOG STICKS**.

Note: If you do not fill all of the primary positions, the CPU will automatically choose the best available candidate for that slot. Teams must carry 11 pitchers. All undrafted players are considered "free agents" and are available for draft purposes.

Choosing Players to Draft — You may also choose to draft specific players. After selecting your draft type and team, press the ⊗ **BUTTON** to start the draft. Move the cursor to Free Agents and press the ⊗ **BUTTON**. A list of all MLB™ players will appear by position. Select the position player you want and press the ⊗ **BUTTON**. That player will be drafted to your team and appear on your team roster. The computer will pick

for the other teams. Continue to draft players until you have completed the draft by filling your roster.

Round Number	The current draft round.
Pick Number	The current pick order your team has in the current round.
Free Agents	View available free agents.
Review Team	Review your selected team's current draft roster.
Review Round	Review all players drafted in the past round by each team.
Finish Draft	Have the computer complete the draft.
Reset Draft	Reset all rosters to pre-draft status.
Exit Draft	Return to Team Management menu.

The remaining Team Management options are explained under Season setup. Note that settings made in Season mode only effect season play.

Set Lineup	See page 17.
Set Pitching Staff	See page 18.
Trade Players	See page 19.
Free Agents	See page 19.

Save your team settings to a **MEMORY CARD** (for PlayStation®2).

STATISTICS

This option lets you view your game progress and track team and individual stats through season and series play. Press the ⊗ **BUTTON** over a highlighted player to bring up his player card. Move the highlight up to the headings (starting with "player") and then highlight a specific category by using ➲ or ➲ on the **DIRECTIONAL BUTTON**. Press the ⊗ **BUTTON** to sort by the highlighted statistic.

OPTIONS

AUDIO OPTIONS

Adjust these volumes by pressing ➲ on the **DIRECTIONAL BUTTON** to increase volume and ➲ **DIRECTIONAL BUTTON** to decrease volume.

Overall Volume Adjust overall volume level.

Sound FX Adjust sound effects level.

Announcers Adjust announcer volume level.

Crowd Adjust crowd volume level.

CONTROLLER OPTIONS

Vibration Choose to play with Vibration feature ON or OFF.

LOAD OPTIONS

Load previously saved option settings.

SAVE OPTIONS

Save current option settings.

Note that there are several more options available during a game.

MEMORY CARD

Select this option to access data on your **MEMORY CARD** (for PlayStation®2). You have Load Season, Delete Season, Load Series and Delete Series options.

CREDITS

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HINTS & TIPS

- Make good use of the batting target. Angle the target **UP** to hit a ground ball, and tilt it **DOWN** for a ball in the air. Remember that the wide part of the triangle represents the sweet spot of the bat. Line them up right and you'll be crushing the ball!
- On the Controller Select screen, you can switch team uniforms by pressing **L1 BUTTON** or **R1 BUTTON + UP** or **DOWN** on the **DIRECTIONAL BUTTONS.**
- Use Future Throws to make quick, seamless plays. The future throw buttons must be pressed before a batted ball is fielded. Future throws can also be used to field bunts, turn double plays, make relay throws, and play balls hit off of the outfield wall.
- Defensive positioning can prevent runs if you use it wisely. Even with the Defensive Position option turned on, the user can still override the CPU decisions.
- Guessing the pitch type will affect the size of the contact icon. Guessing the pitch location will affect the size of the sweet spot.
- A hitter's batting target will be affected by the opposing pitcher's handedness. For some hitters, the difference will be extreme, while other hitters will have no difference at all. Some bench players may be more effective against certain pitchers than the regular starter.
- Drag bunts can be an effective way to get runners on base. Sacrifice bunts should be used to advance a runner to the next base, sacrificing the out for the extra base. Use this strategy if a particularly weak hitter is at the plate.
- Use Easy Batting if you prefer not to use a batting target.
- When manipulating a team's pitching staff in the Set Pitching Staff screen, starters may be used as relievers and vice versa though the results may vary.
- Raising and lowering a Created Player's attributes will affect the stat lines that are generated.
- When drafting a team, utility infielders (UT) are good late round selections because of their versatility. They can play any infield or outfield position without penalty. Corner infielders (CI) can play first base or third base, middle infielders (MI) play shortstop or second base, and infielders (IF) can play all four infield positions.
- Check the Free Agent List to see if any of those players can help out your team. Keep in mind that you must drop a player in order to pick one up.
- Pitch outs and slide steps are useful to defend against the running game.
- Pitchers will get ejected for throwing at hitters, so be careful when throwing inside.

NOTES

NOTES

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TRADING CARDS

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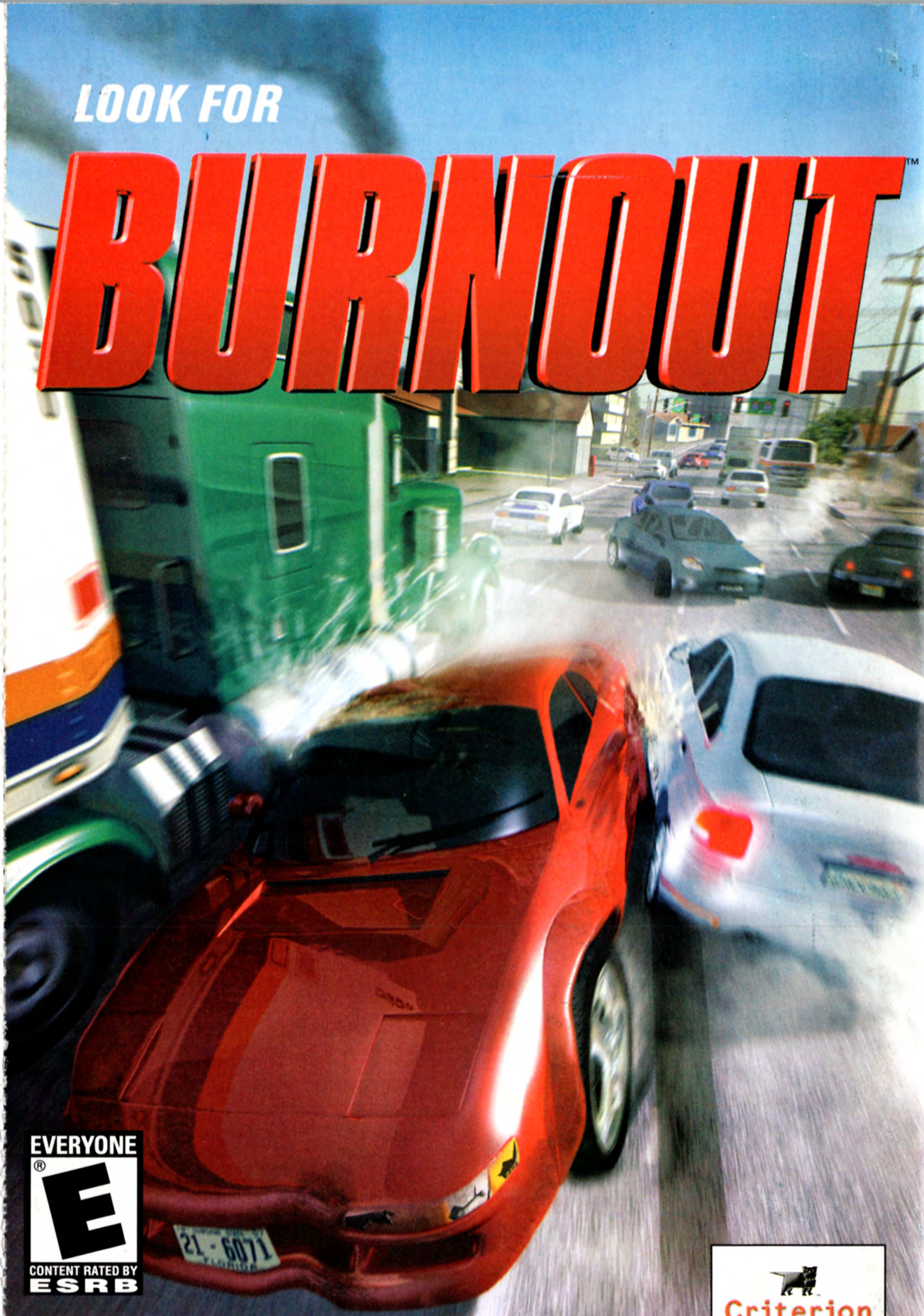

EVERYONE

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CONTENT RATED BY ESRB

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